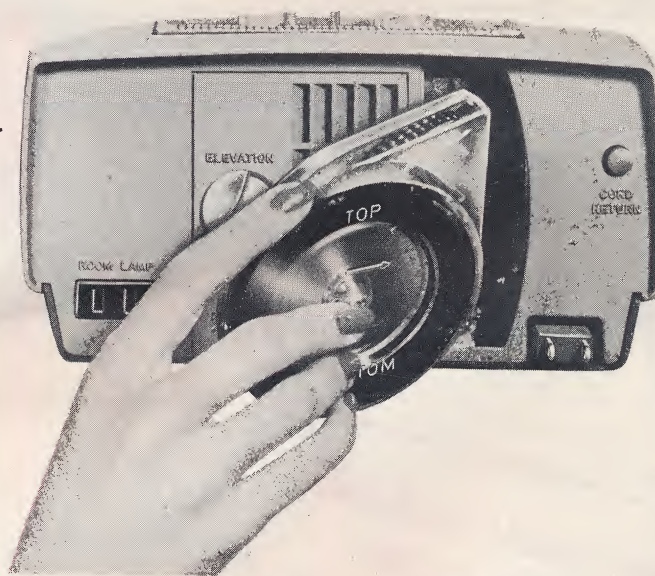


NOW!

to help teach boy's
and men's gymnastics
80 new subjects...

8MM "Skill Builder"
Loop Films

easy-to-use...low cost!

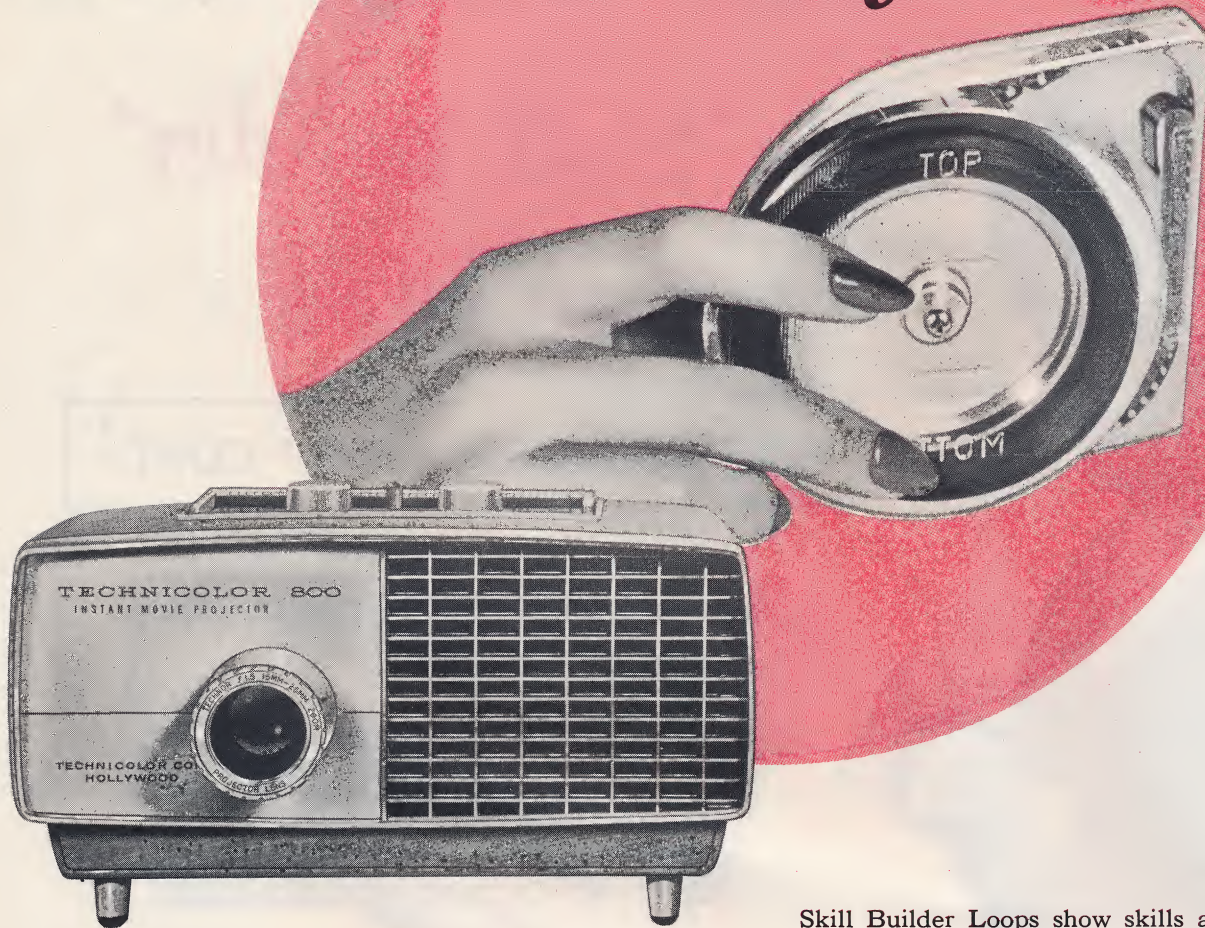


plus 102 loop films
on track & field, tennis, girls
and women's gymnastics,
wrestling, swimming and golf

THE ATHLETIC INSTITUTE
805 MERCHANDISE MART
CHICAGO, ILLINOIS 60654

AVAILABLE DIRECTLY FROM THE ATHLETIC INSTITUTE

So easy...



8MM "SKILL BUILDER" LOOP FILMS

PIONEERED BY
THE ATHLETIC INSTITUTE

- ★ The ideal, low cost method of teaching sport skills
- ★ Complete instructions
- ★ Easy to understand
- ★ Easy to follow

Skill Builder Loops show skills at normal speed so student acquires rhythm of action...acquires understanding of total movement.

They slow down and freeze action at the instructor's will to analyze individual body movements.

They make error correction simple and effective.

They are easy to use—no threading, no rewinding, no cumbersome equipment.

And they let the teacher teach. No sound track—only a skill pointer card containing the essential points of skill, form and technique which the instructor emphasizes as the silent film demonstrates over and over again until the whole movement and all its parts are understandable to the student and he is ready to imitate.

DYNAMIC FILM PRODUCTIONS LTD.

P.O. BOX 564 MONTREAL 3, QUE., TEL.: 738-4025

AUDIO VISUAL PRICE LIST

THE ATHLETIC INSTITUTE "SKILL BUILDER" LOOP FILMS

<u>PARALLEL BARS:</u>	MG-PB-1	Beginning Exercises	Price:	\$12.40
Page 4	MG-PB-2	Elementary Routine		12.40
	MG-PB-3	Kips		16.00
	MG-PB-4	Uprises		16.00
	MG-PB-5	Hand Balances		12.40
	MG-PB-6	Underbar Somersault		14.00
	MG-PB-7	Underbar Somersault to Hand Balance		12.40
	MG-PB-8	Back Somersault to Catch and Catch Dismount		12.40
	MG-PB-9	Front Flip Dismount		12.40
	MG-PB-10	Stutz		14.00
	MG-PB-11	Back Overbar Somersault to Catch		14.00
	MG-PB-12	Intermediate Routine No. 1		14.00
	MG-PB-13	Intermediate Routine No. 2		14.00
	MG-PB-14	Advanced Routine		16.00
<u>VAULTING:</u>	MG-VL-1	Straddle Vault	Price:	\$12.40
Page 5	MG-VL-2	Squat Vault		12.40
	MG-VL-3	Stoop Vault		12.40
	MG-VL-4	Cartwheel Vault		11.00
	MG-VL-5	Hecht		11.00
<u>TUMBLING:</u>	MG-TU-1	Forward Rolls	Price:	\$11.00
Page 5	MG-TU-2	Backward Rolls		11.00
	MG-TU-3	Cartwheel & Round-off		12.40
	MG-TU-4	Headspring		12.40
	MG-TU-5	Front Handspring		12.40
	MG-TU-6	Back Handspring and Somersault		12.40
	MG-TU-7	Front Flips		11.00
	MG-TU-8	Combinations, Bounders & Alternates		12.40
<u>TRAMPOLINING:</u>	MG-TP-1	Basic Bounces	Price:	\$14.00
Page 6	MG-TP-2	Basic Drops		16.00
	MG-TP-3	Swivel Hips		14.00
	MG-TP-4	Turntable		14.00
	MG-TP-5	Cradle		14.00
	MG-TP-6	Back Pullover		12.40
	MG-TP-7	Front Flip		12.40
	MG-TP-8	Back Flip		12.40
	MG-TP-9	Barani		12.40
	MG-TP-10	Flip Combinations		16.00
	MG-TP-11	Fliffus		16.00
	MG-TP-12	Twisters		14.00
	MG-TP-13	Double Backs		16.00
	MG-TP-14	Swingtime Routine		14.00
	MG-TP-15	Special Tricks		14.00
	MG-TP-16	Advanced Routine		14.00

THE ATHLETIC INSTITUTE "SKILL BUILDER" LOOP FILMS

<u>SIDE HORSE:</u>	MG-SH-1	Leg Circles	Price: \$16.00
Page 7	MG-SH-2	Leg Scissors	16.00
	MG-SH-3	Flank Circles	16.00
	MG-SH-4	Single Leg Travel	16.00
	MG-SH-5	Intermediate Routine No. 1	12.40
	MG-SH-6	Intermediate Routine No. 2	12.40
	MG-SH-7	Advanced Routine No. 1	14.00
	MG-SH-8	Advanced Routine No. 2	14.00

<u>FLOOR EXERCISE:</u>	MG-FX-1	Balance Positions	Price: \$12.40
Page 7	MG-FX-2	Balances	14.00
	MG-FX-3	Strength Moves	14.00
	MG-FX-4	Agility Moves	16.00
	MG-FX-5	Flexibility Moves	12.40
	MG-FX-6	Beginning Routine No. 1	14.00
	MG-FX-7	Beginning Routine No. 2	12.40
	MG-FX-8	Advanced Routine No. 1	12.40

<u>RINGS:</u>	MG-RG-1	Beginning Stunts	Price: \$11.00
Page 8	MG-RG-2	Uprises	12.40
	MG-RG-3	Dismounts	11.00
	MG-RG-4	Shoulder Balances	12.40
	MG-RG-5	Hand Balances	16.00
	MG-RG-6	Dislocates	11.00
	MG-RG-7	Kip & Muscle-up	14.00
	MG-RG-8	Giant Swing	14.00
	MG-RG-9	Routine No. 1	12.40
	MG-RG-10	Routine No. 2	14.00
	MG-RG-11	Routine No. 3	14.00
	MG-RG-12	Routine No. 4	14.00

<u>HIGH BARS:</u>	MG-HB-1	Beginning Routine No. 1	Price: \$14.00
Page 8	MG-HB-2	Beginning Routine No. 2	12.40
	MG-HB-3	Kips	14.00
	MG-HB-4	Giant Swings	14.00
	MG-HB-5	Dismounts	16.00
	MG-HB-6	Intermediate Routine No. 1	14.00
	MG-HB-7	Intermediate Routine No. 2	16.00
	MG-HB-8	Advanced Routine	16.00
	MG-HB-9	Giant Routine	14.00

Page 9

ADDITIONAL FILMS

8mm Single-Concept Loop Films	Price: \$10.50
Girl's & Women's Gymnastics	10.50
Wrestling	12.00
Creative (Synchronized) Swimming	12.00
Boy's & Men's Golf	11.75
Girl's & Women's Golf	11.75
Purchase of any three golf loops for	30.00



Dr. Newt Loken, Coach, Gymnastics Team
University of Michigan

Newt Loken, coach of Michigan gymnastics teams since the sport was advanced to varsity level in 1947, has long been noted for his achievements both as a competitor and coach.

Michigan is now seeking its fifth straight Big Ten title under his direction, after winning the first crown in its history four years ago. Since Loken took over 17 years ago, only two of his teams have finished outside the first division. Under his guidance, the Wolverines have captured nearly 50 individual

By studying the repeating performance of an expert, a student first feels the rhythm of the skill and absorbs a feeling for the whole movement. Then through analysis of individual body movements within the total movement the student acquires an intelligent understanding of the skill.

With this feeling for the movement and comprehension of individual body movements, imitation comes easy. After practice, a review of the Skill Builder Loop simplifies error correction.

The new Skill Builder Loop Films are a further development of "Single-Concept" Loop Films. The Skill Builder Loop Films contain a complete instruction course—not just one technique but an entire series of techniques.

Each year, The Athletic Institute plans to produce a continuing series of these films according to the demand from schools, colleges and universities.

titles in Big Ten, NCAA and AAU competition, as well as winning the NCAA team title in 1963.

Dr. Loken's lead-up concept of teaching advanced gymnastics by returning the student to fundamental stunts and then progressing him through a planned sequence of lead-up stunts is clearly illustrated in these films. So is his technique of challenging an athlete toward the next plateau of skill as he accomplishes each stunt.

8mm Loop Film Instruction Card.

Accompanying each 8mm Loop Film is a durable plastic card which details the points of skill and form for every stunt and lead-up. Instructors can elaborate on the skill points. A student, studying the films alone, can watch for and absorb the prime points of skill by following instructions on the card.



Parallel Bars

MG-PB-1 Beginning Exercises

Elementary stunts for beginners to develop upper body strength and a feeling of the bars. Dips, single leg cut-off, single leg cut mount, swinging dips, single leg cut-off backward, swinging dip travel, straddle travel, rear dismount.

Running time: 1'30"

Price: \$10.75

MG-PB-2 Elementary Routine

Elementary stunts combined for simple routine. Front support travel; front support turn; forward roll; backward roll; shoulder balance; front dismount.

Running time: 1'30"

Price: \$10.75

MG-PB-3 Kips

Six kips taught in order of difficulty. Kip to straddle, kip to support, lazy man's kip, end kip, glide kip and reverse kip.

Running time: 4'

Price: \$14.00

MG-PB-4 Uprises

Back and front uprise demonstrated with emphasis on skill points. Teaches uprise combination of front uprise, back giant roll, catch to support, rear dismount with half twist inward.

Running time: 4'

Price: \$14.00

MG-PB-5 Hand Balances

Teaches form and technique of hand balance with easy-to-grasp demonstration. Then one arm hand balance. Adds front flip dismount for challenge.

Running time: 1'30"

Price: \$10.75

MG-PB-6 Underbar Somersault

A sequence of lead-up stunts is taught to develop gradually the skills of underbar somersault to support position.

Running time: 2'30"

Price: \$12.25

MG-PB-7 Underbar Somersault to Hand Balance

From the basic stunt of Loop MG-PB-6, this loop progresses through two lead-up stunts teaching the cast motion to hand balance.

Running time: 1'30"

Price: \$10.75

MG-PB-8 Back Somersault to Catch and Catch Dismount

Learning lead-ups and spotting techniques demonstrated to simplify learning of both stunts.

Running time: 1'30"

Price: \$10.75

MG-PB-9 Front Flip Dismount

Spotting methods and lead-ups proven in championship teams demonstrated with special slow motion photography from right angles.

Running time: 2'

Price: \$10.75

MG-PB-10 Stutz

Intricate hand action of this stunt is made clear by careful photography. Performance is made easier with lead-up stunts and spotting methods.

Running time: 2'30"

Price: \$12.25

MG-PB-11 Back Overbar Somersault to Catch

Two lead-ups to this advanced stunt develop skill and confidence for accomplishment of full stunt.

Running time: 3'

Price: \$12.25

MG-PB-12 Intermediate Routine No. 1

Elementary and intermediate stunts. Underbar somersault, cast to support, straddle cut to support, swing back to upper arms, front uprise, hand stand, back dismount.

Running time: 2'30"

Price: \$12.25

MG-PB-13 Intermediate Routine No. 2

Intermediate stunts combined to demonstrate method of building a routine. Jump to support, cast to arms, back uprise, cut and catch, lay back to arms, front uprise, swing hand stand, pirouette, swing to pirouette dismount.

Running time: 3'

Price: \$12.25

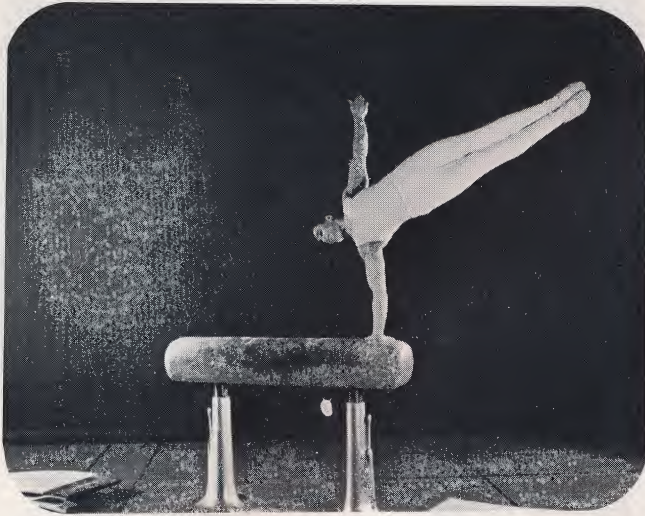
MG-PB-14 Advanced Routine

Advanced stunts combined with intermediate stunts in competition routine. Underbar somersault, swing to hand stand, back somersault, catch to L position, press to hand stand, one arm hand stand, pirouette, cast, back uprise, cut and catch, lay back to front uprise to hand stand, swing to front somersault dismount.

Running time: 4'

Price: \$14.00

Tumbling



Vaulting

MG-VL-1 Straddle Vault

The beginning vault demonstrated with simple lead-up stunt and clear photography of form in full stunt from neck and from croup.

Running time: 1'

Price: \$10.75

MG-VL-2 Squat Vault

Lead-up stunt and squat vault demonstration from two views and two camera speeds, from neck and from croup.

Running time: 1'30"

Price: \$10.75

MG-VL-3 Stoop Vault

Clear demonstration of Olympic form, from neck and from croup, in camera speeds that permit step-by-step analysis.

Running time: 1'

Price: \$10.75

MG-VL-4 Cartwheel Vault

Learning lead-up and full event from camera positions and speeds that help student achieve excellence.

Running time: 1'

Price: \$9.50

MG-VL-5 Hecht

This advanced vault is clearly shown at normal speed and in slow motion for analysis, imitation and error correction.

Running time: 1'

Price: \$9.50

MG-TU-1 Forward Rolls

Demonstrates for beginners the fundamentals of form and skill and teaches through simple lead-up learning sequence from squat roll to dive roll.

Running time: 1'

Price: \$9.50

MG-TU-2 Backward Rolls

Continues student's development with simple lead-up sequence to full backward roll from standing.

Running time: 1'

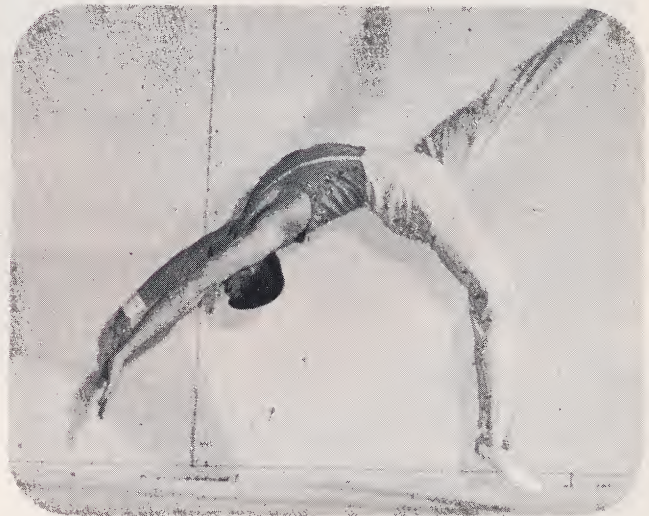
Price: \$9.50

MG-TU-3 Cartwheel & Round-off

Learning lead-ups in proven sequence make cartwheel and round-off easy skills.

Running time: 1'30"

Price: \$10.75



MG-TU-4 Headspring

Learning lead-up and spotting method take student from forward roll to head spring from floor.

Running time: 1'

Price: \$10.75

MG-TU-5 Front Handspring

From simple kicking movement with hands on floor, student progresses to full handspring with recommended spotting assistance.

Running time: 1'30"

Price: \$10.75

MG-TU-6 Back Handspring and Somersault

Tested spotting techniques help beginners learn the skills and develop the courage for these tricks.

Running time: 1'30"

Price: \$10.75

MG-TU-7 Front Flips

Shows spotting with safety belt and then shows skill point and form for American and Russian front flips.

Running time: 1'

Price: \$9.50

MG-TU-8 Combinations, Bounders & Alternates

Teaches round-off, back hand springs and back somersault as example combination; then bounders; then an example of alternating stunts in a routine.

Running time: 1'30"

Price: \$10.75

AVAILABLE DIRECTLY FROM
THE ATHLETIC INSTITUTE

Trampolining

MG-TP-1 Basic Bounces

For a solid foundation in technique and form. Shows straight bounce, tuck bounce, straddle bounce, pirouettes and stop bounce.

Running time: 3'

Price: \$12.25

MG-TP-2 Basic Drops

For beginners who bounce well. Teaches the drops that will be fundamental in all stunts. Seat drop, knee drop, all-fours drop, front drop, back drop with simple learning lead-up.

Running time: 3'30"

Price: \$14.00

MG-TP-3 Swivel Hips

Shows learning technique through lead-ups made up of bounces and drops already learned. An elementary stunt, basic to much advanced work.

Running time: 2'

Price: \$12.25

MG-TP-4 Turntable

Starts with simple front drop and shows learning lead-up routine to simplify development of skill in full turntable stunt.

Running time: 2'30"

Price: \$12.25

MG-TP-5 Cradle

Two learning lead-up stunts involving drops and bounces already learned make final trick easy to learn. Challenges student with cradle with one and a half twist.

Running time: 1'30"

Price: \$12.25

MG-TP-6 Back Pullover

Starts with simple backward roll and leads through three progressive lead-up stunts to full trick. Then, for challenge, add front drop and half twist to back drop.

Running time: 1'30"

Price: \$10.75

MG-TP-7 Front Flip

From simple forward roll, film takes student through six lead-up stunts to make front flip easy and natural in progression. Shows spotting.

Running time: 1'30"

Price: \$10.75

MG-TP-8 Back Flip

Shows lead-up stunts and spotting techniques to develop skill and confidence in final stunt.

Running time: 2'

Price: \$10.75



MG-TP-9 Barani

Four lead-up stunts and spotting demonstrations eliminate much learning difficulty from Barani. Can be taught easily after flips.

Running time: 2'

Price: \$10.75

MG-TP-10 Flip Combinations

Outstanding performer demonstrates five flips in progressive order of difficulty—front one and a quarter, back one and a quarter, three quarter back, three quarter back to Cody, one and three quarter front with ball-out to feet.

Running time: 3'30"

Price: \$14.00

MG-TP-11 Fliffus

National champion teaches Barani-out Fliffus, with lead-ups; Fliffus; half in, half out Fliffus; and finally the Hamilton Fliffus combination.

Running time: 3'30"

Price: \$14.00

MG-TP-12 Twisters

Shows basic lead-up stunt to twists, then teaches full, double and triple twists, Rudolph, and twister routine.

Running time: 2'30"

Price: \$12.25

MG-TP-13 Double Backs

Starts with double back somersault and continues on to teach one and three quarter back with double Cody; two double Codys; triple back.

Running time: 3'30"

Price: \$14.00

MG-TP-14 Swingtime Routine

Shows method of putting together stunts into simple swingtime routine and challenges students to develop their own routines creatively.

Running time: 2'30"

Price: \$12.25

MG-TP-15 Special Tricks

Two national champions teach their advanced stunts—double full Fliffus and one and a half twisting forward Fliffus. Shows lead-ups for simplified learning.

Running time: 2'

Price: \$12.25

MG-TP-16 Advanced Routine

A special routine by the world champion—in normal speed, then in 6 to 1 ratio slow motion for study by advanced performers.

Running time: 2'30"

Price: \$12.25

Side Horse

MG-SH-1 Leg Circles

Introduces students to the side horse with the right form and technique as it starts developing muscles and balance for support work.

Running time: 3'

Price: \$14.00

MG-SH-2 Leg Scissors

Develops form, technique and courage in beginners through regular and reverse leg scissors.

Running time: 4'

Price: \$14.00

MG-SH-3 Flank Circles

Teaches flank work in sequence of difficulty through slow motion demonstration from excellent camera positions.

Running time: 3'

Price: \$14.00

MG-SH-4 Single Leg Travel

Develops understanding, skill, strength and form for routines. Starts memory development for creative work in routines.

Running time: 3'

Price: \$14.00

MG-SH-5 Intermediate Routine No. 1

Demonstrates method of putting stunts together in routine—flank circles on end, double rear into saddle, reverse scissor, regular scissors, flank circle, side travel to rear dismount.

Running time: 1'30"

Price: \$10.75

MG-SH-6 Intermediate Routine No. 2

Puts beginning and intermediate stunts together for progression and rhythm. Reverse Stokli mount, half flank circle, reverse scissors, regular scissors, reverse flank circle, regular flank circles, travel to end, loop dismount.

Running time: 1'30"

Price: \$10.75

MG-SH-7 Advanced Routine No. 1

Advanced stunts combined for competitive routine. Flank on end, uphill travel, downhill travel, double in, reverse scissors, regular scissors, flank circles, two loops to dismount.

Running time: 2'

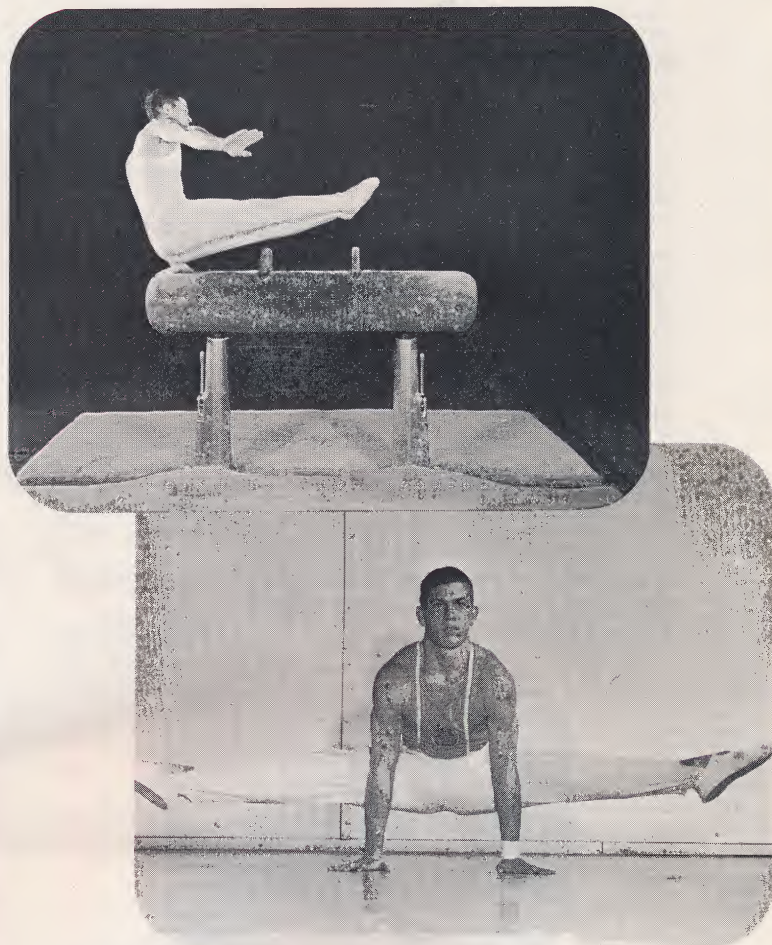
Price: \$12.25

MG-SH-8 Advanced Routine No. 2

Advanced work in competition routine. Reverse Stokli mount, flank circles, Moore, side travel, double in, cut to scissors, flank circles, side travel, loop dismount.

Running time: 2'30"

Price: \$12.25



Floor Exercise

MG-FX-1 Balance Positions

Teaches form and technique in the basic balances—front scale, side scale, needle scale, V-seat, L support, knee scale.

Running time: 1'

Price: \$10.75

MG-FX-2 Balances

Easy to grasp instruction and demonstration for the beginner in head balance, hand balance, elbow balance, one arm balance, elbow lever, wide arm hand balance.

Running time: 2'30"

Price: \$12.25

MG-FX-3 Strength Moves

Teaches sequence of stunts in good form for strength development and competition. Press to head stand and hand stand; bent body, bent arms, press to head stand and hand stand; Swedish fall; elbow lever; hand stand, down to straddle, press to hand stand.

Running time: 2'30"

Price: \$12.25

MG-FX-4 Agility Moves

Teaches technique and form for sequence of stunts for agility and competition. Valdez; Back hand-spring to hand stand; Cradle to kip with half turn; twisting hand stand; straddle leaps; pirouettes; Valdez with full twist to straddle seat.

Running time: 3'

Price: \$14.00

MG-FX-5 Flexibility Moves

Side splits, front splits, jump to hand stand and side drop to splits taught in progressive sequence for agility and competition form.

Running time: 1'30"

Price: \$10.75

MG-FX-6 Beginning Routine No. 1

A sequence of elementary stunts combined for sequence. Tinsica, Swedish fall, leg circle, forward roll, Valdez, double tap hand stand, lunge, half turn to round-off with straddle leap.

Running time: 2'30"

Price: \$12.25

MG-FX-7 Beginning Routine No. 2

Elementary stunts combined for sequence and competition and to stimulate creativity in students. Jump hand stand, splits, leg circles, cartwheel, half turn to Swedish fall, half twist to hand stand, straddle head stand press, hand spring.

Running time: 1'30"

Price: \$10.75

MG-FX-8 Advanced Routine No. 1

An example of how to combine stunts for a competitive routine. Tinsica, twisting hand stand, forward roll, cradle with a half turn, leg circle to stand.

Running time: 1'30"

Price: \$10.75

Rings

MG-RG-1 Beginning Stunts

Simple stunts to introduce beginners to the rings. Chin-up, L position; arm to side; pike hand; skin-the-cat; bird's nest, jump to support, dips, L position support, shoulder balance, single leg cut-off, single leg cut-off dismount. Teaches the fundamentals of form and balance. Starts development of strength.

Running time: 1' Price: \$9.50

MG-RG-2 Uprises

Through proven sequence of lead-up stunts, teaches front uprise and back uprise. Lead-up sequence develops courage, confidence, skill.

Running time: 1'30" Price: \$10.75

MG-RG-3 Dismounts

Five dismounts taught in order of difficulty. Straddle; high straddle; back flip; back flip with tuck from hand stand; back flip with pike from hand stand.

Running time: 1' Price: \$9.50

MG-RG-4 Shoulder Balances

From simple squat to shoulder balance, to back roll to shoulder balance in progressive lead-up stunts including press to shoulder balance.

Running time: 1'30" Price: \$10.75

MG-RG-5 Hand Balances

Three learning lead-ups make the back roll to hand balance easy learning.

Running time: 3'30" Price: \$14.00

MG-RG-6 Dislocates

Demonstrations of dislocates and inlocates with spotting techniques for intermediate work.

Running time: 1' Price: \$9.50

MG-RG-7 Kip & Muscle-up

Teaches kip and muscle-up with demonstration of spotting and lead-up stunts.

Running time: 2'30" Price: \$12.25

MG-RG-8 Giant Swing

A sequence of three lead-up stunts advances student confidently to complete giant swing.

Running time: 2' Price: \$12.25



MG-RG-9 Routine No. 1

Puts together intermediate stunts for competition routine—Dislocate to reverse kip, L position press to shoulder balance, dislocate to straddle dismount.

Running time: 1'30" Price: \$10.75

MG-RG-10 Routine No. 2

Intermediate stunts combined into competition routine. Pull to inverted hang, cast to inlocate, back uprise to back roll, press to hand stand, drop to inverted hang, cast out to back uprise, back flip dismount.

Running time: 2' Price: \$12.25

MG-RG-11 Routine No. 3

Intermediate and advanced stunts in sequence. Pull to inverted hang, kip to L, press to hand stand, back hand giant swing, Olympic cross, drop out, dislocate, straddle out.

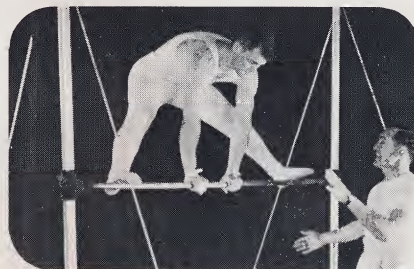
Running time: 2'30" Price: \$12.25

MG-RG-12 Routine No. 4

Intermediate and advanced stunts in sequence for competition. Pull to inverted hang, dislocate, high reverse kip, back roll to L, press to hand stand, dislocate to straddle dismount.

Running time: 2'30"

Price: \$12.25



High Bar

MG-HB-1 Beginning Routine No. 1

Seven elementary stunts for the beginner put together into a simple routine. Chin-up, L Position; skin-the-cat; knee circles; hip pullover; back hip circle; single leg swing-up; forward swing dismount. The fundamentals of form.

Running time: 2'30"

Price: \$12.25

MG-HB-2 Beginning Routine No. 2

Six more beginning stunts that continue development of skill, courage and form. Back uprise, back hip circles, kip, forward hip circles, drop kip, flank dismount.

Running time: 2'

Price: \$10.75

MG-HB-3 Kips

Four kips with spotting and lead-up stunts. Regular kip, circus kip, drop kip, reverse kip.

Running time: 3'

Price: \$12.25

MG-HB-4 Giant Swings

Regular and reverse giant swing taught through proven lead-up stunts and spotting methods.

Running time: 3'

Price: \$12.25

MG-HB-5 Dismounts

Pike fly-away, reverse fly-away, Barani and straddle dismounts taught through lead-ups and spotting.

Running time: 4'

Price: \$14.00

MG-HB-6 Intermediate Routine No. 1

Elementary and intermediate tricks combined into a demonstration routine. Kip, underchange to back uprise, back hip circle, drop kip, cross change to back uprise, back uprise to straddle stand, sole circle dismount.

Running time: 2'

Price: \$12.25

MG-HB-7 Intermediate Routine No. 2

Intermediate stunts in a demonstration routine. Power swing start to one front giant swing, turn left hand under bar, flank vault, half turn, straight body straight arm kip, giant swing, hop change, free hip circle to back giant swing, hop to front giant swing, Barani dismount.

Running time: 3'30"

Price: \$14.00

MG-HB-8 Advanced Routine

A demonstration routine combining intermediate and advanced stunts. Jump to hang, pass through arms, straddle cut, catch, kip to momentary hand stand, undercast, half twist, legs between bar, shoot over bar to dislocate, back uprise, drop kip to straddle dismount.

Running time: 4'

Price: \$14.00

MG-HB-9 Giant Routine

Dislocate and eagle giant routine with spotting techniques for learner. Power swing to reverse giant, stoop in to dislocate to eagle giant, to reverse grip to reverse giant, squat dismount.

Running time: 2'30"

Price: \$12.25

Additional listings

AVAILABLE DIRECTLY
FROM THE
ATHLETIC INSTITUTE

BOYS' & MEN'S TRACK & FIELD

Pole Vault (Standard pole)—\$9.00
Pole Vault (Fiber-glass pole)—\$9.00
High Jump—\$9.00
Broad Jump—\$9.00
Discus Throw—\$9.00
Shot Put—\$9.00
Javelin Throw—\$9.00
Hammer Throw—\$9.00
Hop, Step and Jump—\$9.00
Sprints—\$9.00
Middle Distance Races—\$9.00
Long Distance Races—\$9.00
Visual Relay Pass—\$9.00
Blind Relay Pass—\$9.00
Walking-50 Kilometer—\$9.00
Walking-20 Kilometer—\$9.00
High Hurdles—\$9.00
Intermediate Hurdles—\$9.00
Low Hurdles—\$9.00
Steeple Chase, including water jump
and three foot barrier—\$9.00

GIRLS' & WOMEN'S GYMNASTICS

Free Calisthenics

Beginning Skills No. 1—\$9.00
Beginning Skills No. 2—\$9.00
Intermediate Skills No. 1—\$9.00
Intermediate Skills No. 2—\$9.00
Advanced Skills No. 1—\$9.00
Advanced Skills No. 2—\$9.00

Balance Beam

Beginning Skills No. 1—\$9.00
Beginning Skills No. 2—\$9.00
Intermediate Skills No. 1—\$9.00
Intermediate Skills No. 2—\$9.00
Advanced Skills No. 1—\$9.00
Advanced Skills No. 2—\$9.00

High-Low Bar

Beginning Skills No. 1—\$9.00
Beginning Skills No. 2—\$9.00
Intermediate Skills No. 1—\$9.00
Intermediate Skills No. 2—\$9.00
Advanced Skills No. 1—\$9.00
Advanced Skills No. 2—\$9.00

Side Horse

Beginning Skills No. 1—\$9.00
Beginning Skills No. 2—\$9.00
Intermediate Skills No. 1—\$9.00
Intermediate Skills No. 2—\$9.00
Advanced Skills No. 1—\$9.00
Advanced Skills No. 2—\$9.00

GIRLS' & WOMEN'S TRACK & FIELD

Sprints—\$9.00
Quarter-Mile Run—\$9.00
Low Hurdles—\$9.00
Shot Put—\$9.00
Discus Throw—\$9.00
High Jump—\$9.00
Broad Jump—\$9.00
Blind Relay Pass—\$9.00
Javelin Throw—\$9.00

TENNIS

Service—\$9.00
Forehand Drive—\$9.00
Backhand Drive—\$9.00
Over-Head Smash—\$9.00
Lob—\$9.00
Volley—\$9.00

WRESTLING

Duck Under—\$10.40
Side Leg Drive—\$10.40
Double Leg Drive—\$10.40
Fireman's Carry—\$10.40
Snap Down and Bump Back—\$10.40
Tripod and Long Sit-Out—\$10.40
Quick Sit-Out—\$10.40
Power Sit-Out—\$10.40
Inside-Foot Standup—\$10.40
Outside Switch—\$10.40
Inside Switch—\$10.40
Outside Roll—\$10.40
Inside Roll—\$10.40
Far Ankle-Near Arm—\$10.40
Near Ankle-Far Arm—\$10.40
Head Lever—\$10.40
Two-On-One Bar Arm—\$10.40
Far Ankle-Waist—\$10.40
Near Ankle-Cross Face—\$10.40

CREATIVE (SYNCHRONIZED) SWIMMING

Strokes No. 1—Front Crawl and Back Crawl—\$10.40
Strokes No. 2—Back, Breast and Side—\$10.40
Skills No. 1—Spinning Top, Marching, Marlin Turn,
Flutterkick Revolving—\$10.40
Skills No. 2—Waterwheel, Log Roll, Revolving
Crawl, Corkscrew and Shark—\$10.40
Sculling and Body Layouts No. 1—
Back, Front and Side—\$10.40
Figures No. 1—Propeller, Tub, Front Tuck
Somersault, Back Tuck Somersault—\$10.40
Figures No. 2—Kip, Oyster, Back Pike
Somersault, Front Pike Somersault—\$10.40
Figures No. 3—Porpoise, Ballet Leg and
Submarine—\$10.40
Figures No. 4—Somersub, Canoe, Lobster,
Dolphin and Walkover—\$10.40
Composition No. 1—Scarecrow—\$10.40

Boys' & Men's Golf

Full Swing

Wood—\$10.00
Middle Iron—\$10.00
Short Iron—\$10.00

Approach Shots

Pitch—\$10.00
Pitch & Run—\$10.00
Sand—\$10.00
Putting—\$10.00

Girls' & Women's Golf

Full Swing

Wood—\$10.00
Middle Iron—\$10.00
Short Iron—\$10.00

Approach Shots

Pitch—\$10.00
Pitch & Run—\$10.00
Sand—\$10.00
Putting—\$10.00

PURCHASE OF ANY THREE GOLF LOOPS
FOR \$25.00.



PROJECTOR 800A (SM-3)

DYNAMIC FILM PRODUCTIONS LTD.

5497A VICTORIA AVE. - SUITE 220

MONTREAL 26

738-4025

8MM "Single-Concept" Loop Film Projectors

new instant
motion picture
projectors

BY

Technicolor
CORPORATION

VERSATILITY

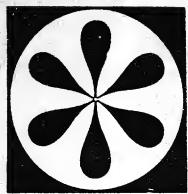
- Adaptable to rear screen projection.
- Lens adjusts picture size to fit screen size.

CONVENIENCE

- "Instant loading" film cartridge.
- No rewinding . . . no threading.
- Film never leaves cartridge. Protected against damage and dust.
- Hot lamp can be "ejected" without touching.
- Light weight—only 8 pounds.

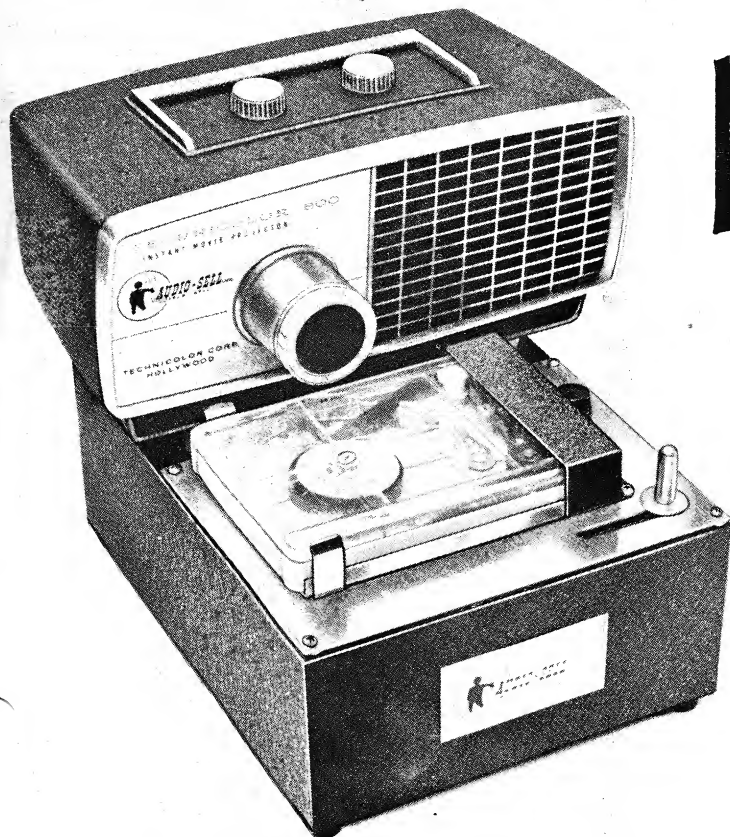
QUALITY

- Fully color-corrected.
- Self-cleaning aperture.
- Blower cooled.
- Cam controlled two-tooth shuttle assures precise registration for steady pictures.



Technicolor

INSTANT
PROJECTORS

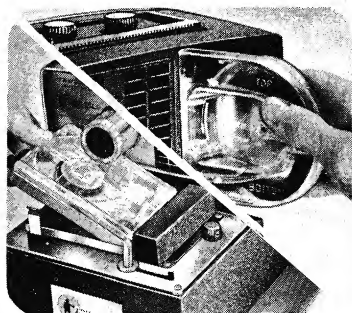


Now! AVAILABLE WITH SOUND

Exclusive Features:

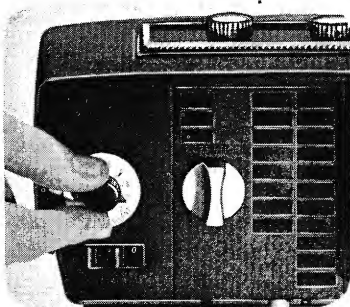
- Instant loading with the Magi-Cart-ridge® for the film and specially-designed cartridge for the tape. There are no reels. There's no threading, no rewinding of either tape or film. Tape and film automatically rewind in the cartridges, ready for the next presentation.

A COMPLETE, CARTRIDGE SOUND/FILM SYSTEM



1. LOAD FILM & TAPE CARTRIDGES

The Technicolor Film Magi-Cartridge simply snaps into the back. The tape cartridge snaps onto the tape deck of the player. Both Cartridges automatically rewind during the show.



2. DIAL SYNCHRONIZED SPEED

Variable Speed Selector dials any speed from 14 to 25 frames per second — dial the correct speed for 16 f.p.s. Silent Speed films or 24 f.p.s. Sound Speed films — get perfect synchronization.

The new Technicolor Variable Speed Projector and TELE-SELL Tape Cartridge Player provide a complete synchronized film and sound system for all your films—whether made at sound or silent speeds. You no longer need separate projectors for each. You no longer need worry about the slight variations of different recorders used in recording tapes. The Variable Speed Selector on the Technicolor projector compensates at a touch of the dial to give you perfectly synchronized presentations. Together with the TELE-SELL Tape Cartridge Player, it's the most compact, most simplified sound/film system ever devised.

CANADIAN DISTRIBUTOR



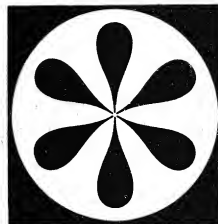
AUDIO-SELL (CANADA) LTD.
THE EVER-PRESENT SALESMAN

5497A Victoria Ave, Suite 220
Montreal 26, Quebec

MODEL TMT25
Complete, combined
Film Projector &
Tape Player

Technicolor CORPORATION

Model 600 **MOVIE-VISION**™ CONSOLE PROJECTOR



Model 700A **AUTOMATIC DISPLAY PROJECTION SYSTEM**

FOR SHOWROOMS, CONFERENCE ROOMS AND CLASSROOMS*

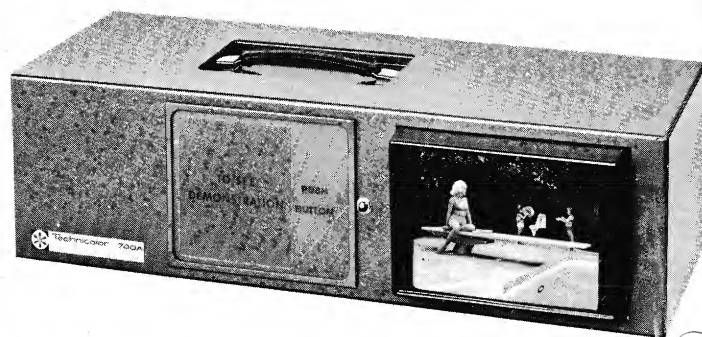


*Full
Daylight
Movie
Projection*

Designed especially for presenting motion pictures to a group audience in a fully lighted room, this new projector finds ready application in classrooms, business conference rooms, showrooms and exhibits.

The new projector operates by an improved rear projection system. It requires no darkening of the room; and like all other models of the Technicolor Instant projector, it involves no threading or rewinding. The Model 600 incorporates the same Magi-Cartridge loading feature as the Model 800. A first-grader can load the cartridge into the projector and flash the image on the integral screen in less than five seconds.

WITH SOUND



DESCRIPTION The Technicolor Model 700A "Instant" Automatic Display Projection System is a complete and self-contained projection device which displays a motion picture sequence automatically on a TV-type screen at the touch of a button.

The system is completely contained within a durable metal enclosure. Low, rectangular case with level top and flat sides fits easily into most counter or shelf spaces, and wood base allows for easy wall bracket mounting. Rear projection system provides a brilliant picture that can be easily viewed in a fully lighted office, store or showroom.

FUNCTION AND OPERATION A large illuminated arrow-shaped sign mounted next to the 5" x 7" viewing screen invites audience (visitors, customers, passersby) to push the "start" button. When the button is pushed, the light behind the "action" sign and arrow goes out and the projector turns on, simultaneously. The projector shows the film and then shuts off automatically at the end of the film.

WITH SOUND

CANADIAN DISTRIBUTOR



AUDIO-SELL (CANADA) LTD.
THE EVER-PRESENT SALESMAN

5497A Victoria Ave, Suite 220
Montreal 26, Quebec

AUTHORIZED DEALER

DYNAMIC FILM PRODUCTIONS LTD.

P.O.Box 564
Montreal 3, P.Q.
Tel. 738-4025